NANOFLORENZA /Rules memo

Dice of sacrifice	Dice of power	Dice of suffering	Ability die

Themes : 1 Madness 2 Memory 3 Nature 4 Hold 5 Egregore 6 Society 7 Clan 8 Religion 9 Science 10 Love 11 Drives 12 Flesh

Creating a character (during a player's first turn)

† Roll a die and write a **creation sentence**. It must include the verb *to want* and a link with another character's sentence.

Ending a turn

† End your turn **without a conflict** (roll a die and write a sentence).
† End your turn by starting a **simple conflict**, a **duel conflict** or a **multiple conflict**. Players not involved in the conflict can **ally** to one of the players in the conflict.

Conflict, rolling the dice

† Each player rolls one die for each sentence used. Maximum 12 dice, divided by the number of sides.
† 1-2 = die of sacrifice / 3-10 = die of suffering / 11-12 = die of power.
† **A single die of sacrifice** = it kills all the other dice of this side.
† **Several dice of sacrifice** = they contaminate all the other dice of this side.
† **Dice of sacrifice and suffering allow you to win the conflict**.
† **If there is a duel or multiple conflict:**
Advantage to the side with the most dice of sacrifice.
If no dice of sacrifice = advantage to the side with the most dice of power.
If no dice of power = advantage to the side with the most dice of suffering.
If it's a tie = you choose between a compromise or a status quo.

Conflict, consequences

† If you have dice of power and dice of suffering, you can **ignore** the dice of suffering.
† You **ration** dice of power and suffering (no more than the number of players of your own side).
† You **roll again** the dice of power and suffering.
† Each player involved in the conflict **circulates** the dice. She can keep some or give some to other players. Those who weren't her allies can refuse the dice given.

† **One die of sacrifice** = strike out a sentence.
† **One die of power / suffering** = write a sentence of power / suffering.

Every sentence is sacrificed = the character is eliminated.
A total of 12 non-sacrificed sentences = the character fulfills his destiny.

Themes table

	Theme	Examples
1	**Madness**	1 hallucinations 2 fear 3 phobia 4 personality disorder 5 haunting 6 megalomania 7 mind parasites 8 nightmares 9 omniscience 10 possession 11 lucidity excess 12 drugs
2	**Memory**	1 tarot of the past 2 divination 3 oblivion 4 memories 5 tragic past 6 liens 7 genealogy 8 total amnesia 9 vengeance 10 testimony 11 belief 12 lie
3	**Nature**	1 forest 2 trees 3 animals 4 plants 5 mushrooms 6 parasites 7 infections 8 survival 9 journey 10 sea 11 mountain 12 desert
4	**Hold**	1 fertility 2 mutation 3 animalism 4 orgy 5 vermin 6 Shub-Niggurath 7 stain 8 monstrosity 9 epidemic 10 degenerescence 11 perversion 12 social corruption
5	**Egregore**	1 legends 2 rumors 3 psychic remanence 4 specters 5 mythological entities 6 sorcery 7 Horlas 8 haunting 9 strong emotions 10 tale 11 supernatural 12 bonds of fate
6	**Society**	1 city 2 state 3 morality 4 feudality 5 laws 6 war 7 anarchy 8 Outside 9 journeys 10 trade 11 philosophy 12 people
7	**Clan**	1 secret society 2 tribe 3 sect 4 friends 5 family 6 faction 7 alliance 8 debt 9 duty 10 lodges 11 lineage 12 ways
8	**Religion**	1 faith 2 miracle 3 totem 4 taboo 5 heresy 6 piety 7 divinity 8 faithful 9 dogma 10 transgression 11 curse 12 unbelief
9	**Science**	1 alchemy 2 craftsmanship 3 post-apocalypse 4 vulgar relic 5 wonderful relic 6 endemic technology 7 artifact from outside 8 firearm 9 fuel-powered vehicle 10 automatons 11 obscurantism 12 books
10	**Love**	1 passion 2 hate 3 desire 4 fascination 5 pact 6 betrayal 7 sacrifice 8 respect 9 filiation 10 fidelity 11 lie 12 trust
11	**Drives**	1 pride 2 greed 3 lust 4 envy 5 sloth 6 gluttony 7 anger 8 prudence 9 temperance 10 justice 11 courage 12 unconscious
12	**Flesh**	1 fight 2 sex 3 beauty 4 promiscuity 5 sickness 6 putrefaction 7 death 8 bestiality 9 prowesses 10 hunger 11 pain 12 mutilation